

ABSTRACT OF THE DISCLOSURE

The present invention relates to a system and method for interactive gaming comprising: a central broadcast center (10) transmitting signals over a first communications network; a gaming system (25) residing within the central broadcast center (10); a plurality of
5 users who access the gaming system (25) via the first communication network. The gaming system (25) provides a plurality of games that incorporate a scoring protocol that provides real time scoring data transmitting from the plurality of users back to the gaming system via a second communication network. The plurality of users may review the real time scoring data via the first communications network.

10